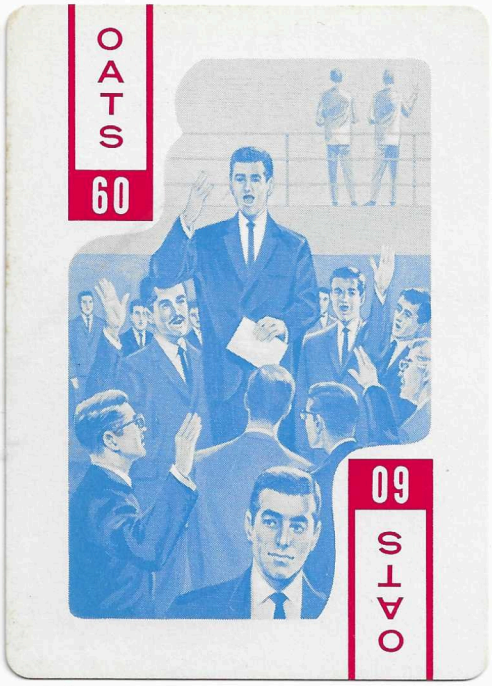

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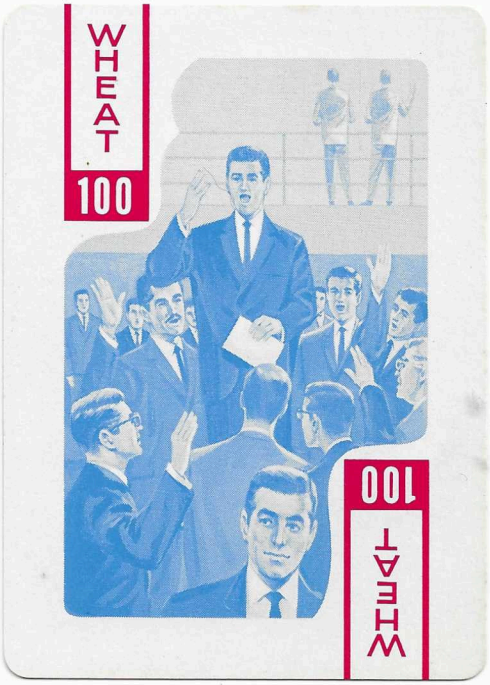
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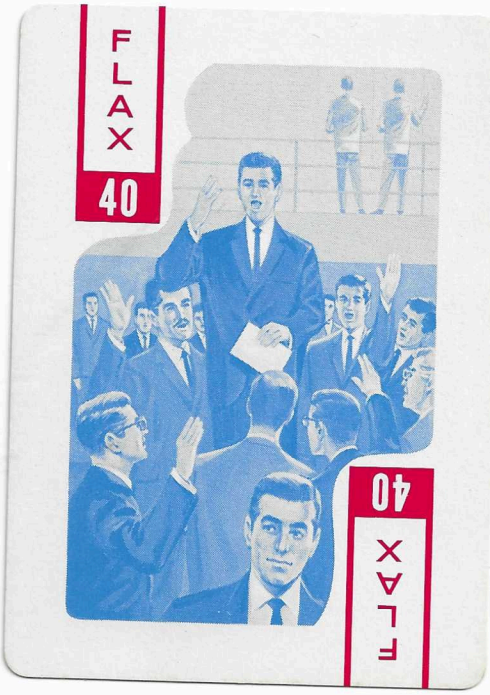
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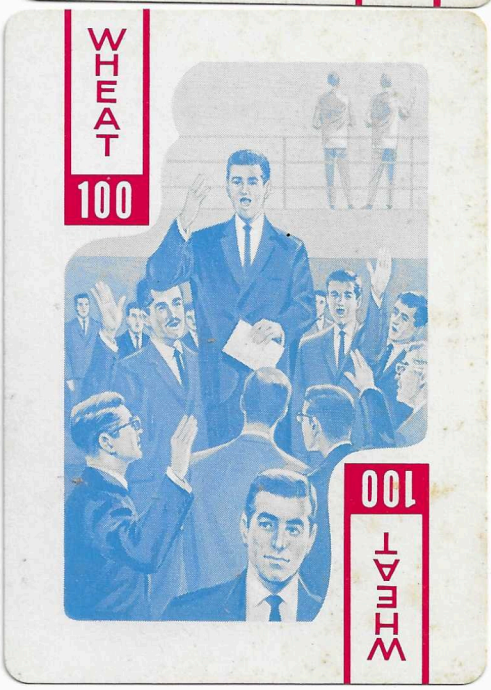
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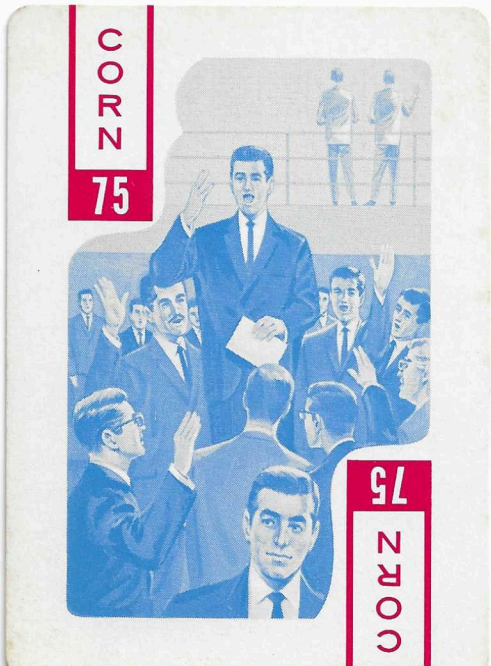
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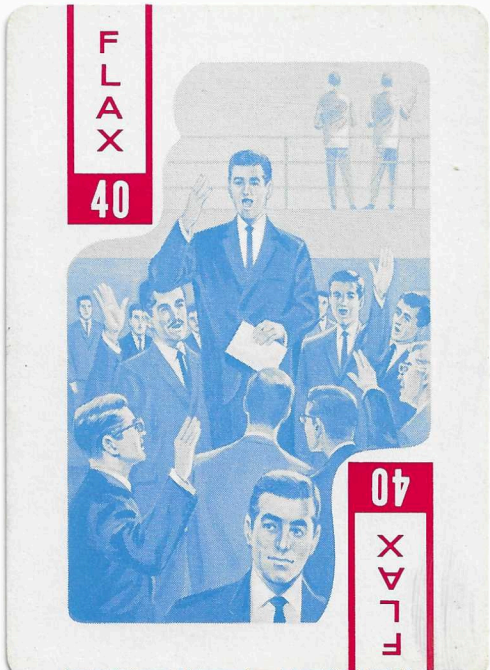
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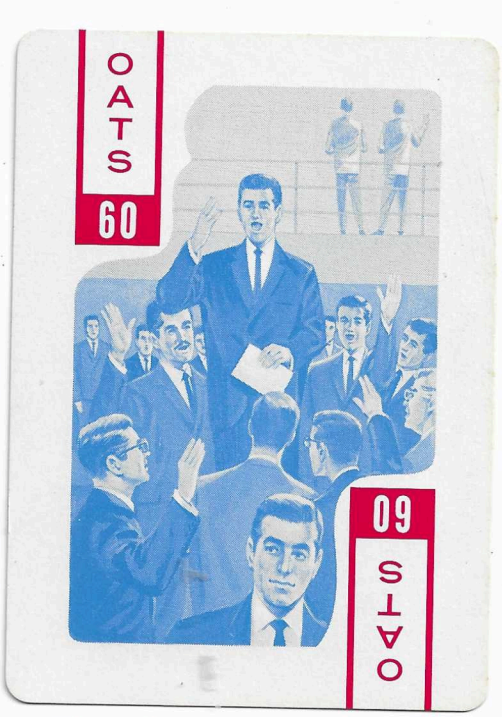
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BARLEY
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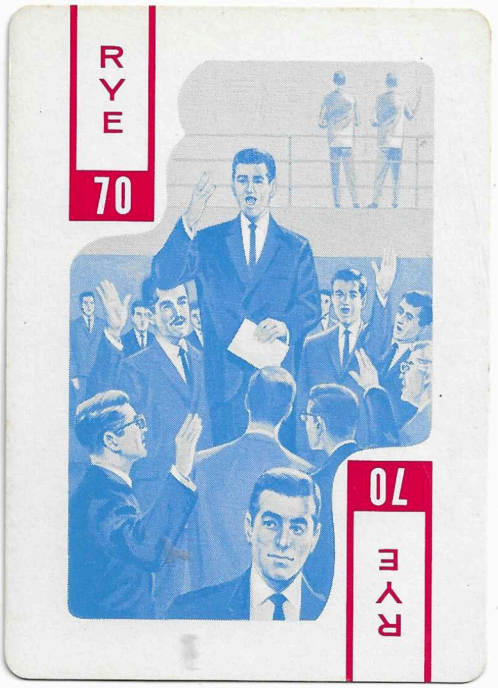
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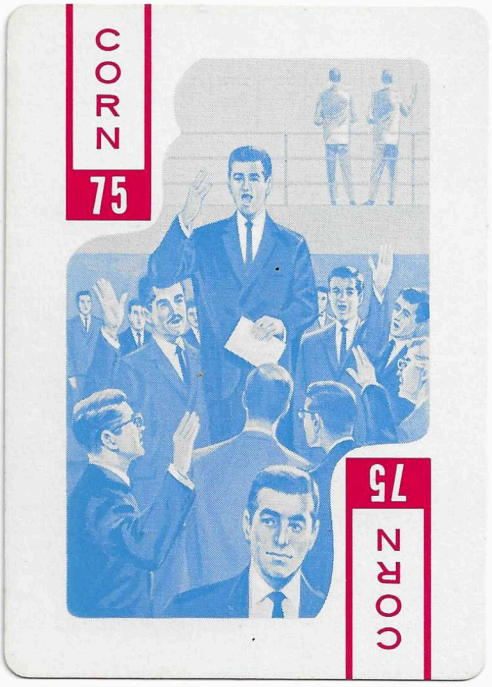
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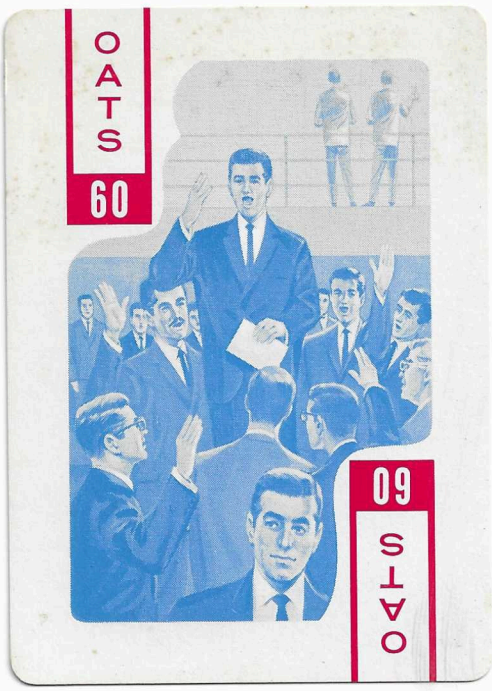
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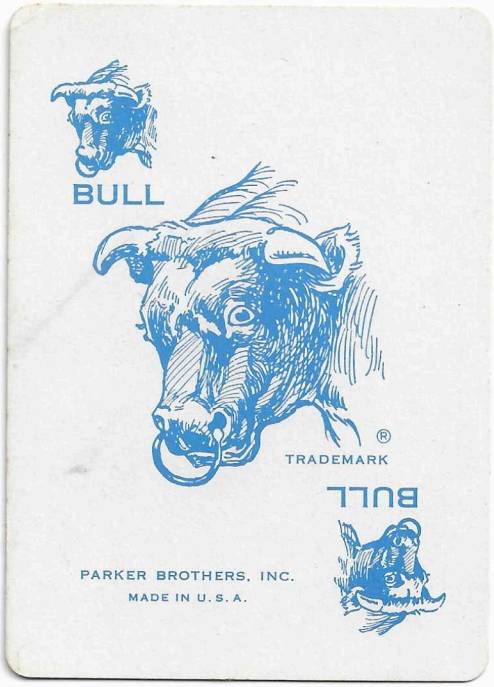
BULL
TRADEMARK
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BEAR
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BEAR
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The World's Liveliest Trading Game!

PIT®

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Rules

FOR

PARKER BROTHERS
TRADING CARD GAME

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As Many as Seven
People Can Play at One Time,
Any Age From
5 to 100!

The greatest of all party games

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The liveliest party game ever invented for an informal good time

* * *

Brief Idea of the Game

The game is based on the exciting scenes of the American Corn Exchange. There are nine cards each of Wheat, Corn, Barley, etc. The idea is to obtain, by trading, all nine cards of any one kind. If you do this, you have a CORNER. If you corner Wheat, (by getting all nine Wheat Cards), you get 100 points; Corn, 75 points; Oats, 60 points, etc., as indicated on the cards. The game is 500 points.

The pack is for THREE, FOUR, FIVE, SIX or SEVEN PLAYERS. If THREE play use only THREE COMPLETE SUITS (say Corn, Wheat and Oats, 27 cards). If four play use only four suits (Say Corn, Wheat, Oats and Flax, 36 cards), etc. For seven players use complete pack. For larger parties see progressive rules.

Rules

TO PLAY THE REGULAR GAME, remove the Bull and Bear Cards, shuffle the cards thoroughly and deal to the players. (Each player will then have nine cards of various kinds.) SORT YOUR CARDS as *quickly* as possible on receiving them and decide mentally *which article* you will corner (whether corn, wheat, or something else). You will naturally start to corner the article of which you have the most.

The DEALER, having allowed about half a minute (but not more) for this *sorting,* STRIKES A BELL, or calls "THE EXCHANGE IS OPEN," (*from which moment* every player begins *without waiting for turn,* to trade (i.e., exchange) from one to four cards at a time with any players, as quickly and as often as he can.

A player trades cards he does not want, in hopes he will get in exchange cards of the kind he wants to corner.

REMEMBER, from the moment the bell strikes all players must begin to

trade. There is no waiting for turn. Get at it immediately! Players all call at once. Such are the manners of the Exchange. The more rapidly the trading proceeds, in fact the greater the babel the more laughter and the more ludicrous the excitement.

HOW TO TRADE. Take from your hand any card or cards (ALL MUST BE OF THE SAME KIND) that you wish to exchange and holding these cards up (without waiting for turn) call rapidly and loudly thus — "TRADE ONE! ONE! ONE!" or "Two! Two! Two!" or "THREE! THREE! THREE!" or "FOUR! FOUR! FOUR!" (whichever number of cards you wish to trade), continuing calling *until someone exchanges with you. Whoever* wishes to exchange this number of cards with you must call in return "ONE! ONE! ONE!", "Two! Two! Two!" (or whatever the number of cards may be), and take your cards, giving you an equal number of cards (all alike) from his own hand.

DO NOT SHOW THE CARDS IN TRADING, keep them face-side down,

merely calling the number of cards which you wish to trade. KEEP ON TRADING WITH EVERYBODY AND ANYBODY to obtain additional cards *of the kind which you wish to Corner.*

When YOU GET NINE CARDS OF THE SAME KIND, RAISE YOUR ARM AT FULL LENGTH ABOVE YOUR HEAD, *Calling* "CORNER ON WHEAT," (or whatever it may be). You score whatever amount is marked on the article you corner (wheat, 100 points; oats, 60 points, etc.). When a "corner" is won the cards are reshuffled and dealt and another "corner" is played for.

THE GAME IS WON by the first trader getting *500* points.

IMPORTANT NOTICE

This is a LIVELY Game. Put ENERGY into your trading and trade as *quickly* as you can.

Remember, at the stroke of the bell EVERY player without exception must begin to trade. The noise and excitement that ensues is half the fun of the game.

If you trade more than one card at a time, the cards you trade must be of the same kind. You cannot hand a player one Barley card and one Oats card; for instance, after calling "Two! Two! Two!" Both cards must be exactly alike.

If a player wishes to trade three or four cards, and other players will only exchange lower numbers, he may drop his call and trade the smaller number of cards.

If you find it hard to corner one commodity try another.

If a player calls *corner* before he has one, or if a player begins to trade *before* the Dealer rings bell, or calls "The Exchange is Open" 20 points are deducted from his score.

Bull and Bear Cards

This pack contains a Bull and a Bear card which appear only in the Bull and Bear Edition. The pack can be used in the usual way WITHOUT the Bull and Bear Cards if desired.

TO USE THE BULL AND BEAR CARDS, observe the following rules:

THREE, FOUR, FIVE OR SIX PLAYERS MAY TAKE PART.

If three play, use three suits of nine cards each, — say Wheat, Corn and Hay and the Bull and Bear Cards. (Discard all other Cards.)

If four play use only four suits, — say Wheat, Corn, Oats and Hay and the Bull and Bear Cards.

If five play use five suits and Bull and Bear Cards.

If six play, use six suits and the Bull and Bear Cards. (Discard all other cards.)

Shuffle the cards and deal (if five are playing, three players will receive nine cards each and two players ten cards each.)

Play to get a "CORNER" OF ANY NINE CARDS OF A KIND, as in the regular game, only NOTE the values and penalties attached to the BULL and BEAR cards AS FOLLOWS:

If you have a Bear Card in your hand when "CORNER" is called, it counts 20 points against you.

And if you hold a Bull Card when *someone else* obtains a "CORNER" it counts 20 points against you.

BUT IF YOU HOLD THE BULL CARD, you can call "CORNER" IF YOU GET EIGHT OTHER CARDS *All Alike* (instead of nine cards). This is called a Bull Corner.

Should you get NINE CARDS ALL ALIKE and ALSO hold the BULL CARD in *addition,* you have a "DOUBLE BULL CORNER" WHICH DOUBLES THE SCORE of the article cornered.

Trade as in the regular game, but if (for example) you wish to trade three cards, you can call "three, three, three," and when your opponent calls "three, three, three," you can hand over, say two Oats Cards and a Bear Card for the third. (You cannot pass over one Corn Card, one Oats Card and a Bear Card for three cards. Aside from the Bear Card, if you trade other cards, the

others must be all alike as in the regular game).

READ THOROUGHLY THE RULES FOR THE REGULAR GAME AND PLAY THE REGULAR GAME BEFORE TRYING TO USE THE BULL AND BEAR CARDS.

TO PLAY THE REGULAR GAME, OMIT THE BULL AND BEAR CARDS FROM THE PACK.

Examples

If a player gets nine Wheat Cards, he has a corner on Wheat, counting him 100 points.

If a player gets eight Wheat Cards and holds the Bull Card, he may call "Bull Corner on Wheat" and get 100 points. (If he has eight Oats Cards and the Bull, he would make a "Bull Corner on Oats," counting 60 points, etc., etc.)

If a player gets all nine Wheat Cards and holds the Bull Card beside, he calls "DOUBLE BULL CORNER" and gets 200 points. (If he obtains nine Oats Cards and the

Bull Card, he would have a "Double Bull Corner on Oats," counting him 120.)

As before mentioned, if a player holds a Bull or Bear Card when someone else gets a "Corner" (which of course any player can do if he gets nine cards of a kind), player loses twenty points from his score, or if he has no score he would be marked *minus* 20 (—20).

It is of course both dangerous and foolish to retain the Bear Card in your hand. Pass it on in trade to your neighbor as soon as it gets into your hand.

It is of course fairly easy to get a corner with a Bull Card, because you only need eight cards of one kind instead of nine.

It is, however, quite extraordinary to get a "DOUBLE BULL CORNER."

FOR PROGRESSIVE PARTIES

This is a novel, exciting amusement for progressive parties. It has

more life than *any other game for this purpose*. Another advantage of this game for a large party is that any odd number of persons may take part.

Five or six players should sit at each table, one pack being used for each table.

The first player winning Two CORNERS at one table, changes to the next table, providing his going will not make more than seven players at that table.

From the highest table the player with the lowest score always descends when a new comer is added.

A player's score should be kept in a column on a card.

Prizes may be given for the highest scores.

Questions on the play of this game will be answered gladly if sufficient return postage is enclosed with your letter. Address:

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SALEM, MASSACHUSETTS

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